

## ABSTRACT

Apriliawati, Irma, 2018. *The Effect of Using Scattergories game on the Tenth Grade Students' Vocabulary mastery at SMK Baitul Hikmah Tempurejo in the 2017/2018 academic year*. Thesis. English Education Program, Faculty of Teacher Training and Education, University of Muhammadiyah Jember. Advisor: (1) Dr. Mochamad Hatip, M.Pd. (2) Taufik Hidayah, M.TESOL.

**Keywords:** *Scattergories game, Students's Vocabulary Mastery*

This research is aimed to find out the effect of using Scattergories Game on the tenth grade students' vocabulary mastery at SMK Baitul Hikmah Tempurejo. It tries to reveal wheter or not there is a significant difference between the tenth grade students who are taught by using scattergories game and those who are not on their vocabulary mastery of SMK Baitul Hikmah Tempurejo in the 2017/2018 academic year.

Vocabulary is an important language element that is needed to be mastered by language learners. Since mastering vocabulary is not easy to do, a teaching technique is needed to use in teaching vocabulary. Chang & Codswell (2008:3) stated that scattregories game can be adapted as communicative activities in the classroom which can promote collocative skills with various concepts and vocabulary as well.

This research is classified as a quasi-experimental research with Nonrandomized Control Group, Pretest-Posttest Design. The subjects of this research were 60 students of tenth grade students of SMK Baitul Hikmah Tempurejo where 30 students of X D and 30 students of X E. Class X D was chosen as the Experimental Group which was taught by using scattergories game as the treatment while X E class was chosen as the Control Group which was not taught by using scattergories game. The instrument of data is test in form of multiple choices. In the beginning of the research, both Experimental and Control Groups were given a pre-test to measure the students's vocabulary mastery before treatment. It continued by giving post-test to both groups. The result of the post-tests were analyzed by using Independent Sample t-test. The computation of the data statistics used the computer program SPSS v.21.

The significance result of Independent Sample t-test is 0,000 which is lower than 0,05 (alpha level). It shows that there is a significant difference in the students's vocabulary mastery of the students who are taught by using scattergories game and those who are not. It means that the use of scattergories game has significant effect on the students' vocabulary mastery.

Based on the research result, it is known that scattergories game can be used by teachers as a teaching technique to teach vocabulary because this game can give a good impact on students' vocabulary mastery.